

**Amendment to the Claims**

1-14. (Canceled)

15. (Currently Amended) A method comprising:  
receiving a first input from a first player at a first gaming device;  
receiving a second input from a second player at a second gaming device; and  
generating, based on both the first input and the second input, ~~[[an]]~~ a single outcome comprising a plurality of indicia.

16. (Previously Presented) The method of 15 in which the outcome comprises a plurality of symbols, the symbols derived from the reels of the first and second gaming devices.

17. (Currently Amended) A method comprising:  
receiving a first input from a first player at a first gaming device;  
receiving a second input from a second player at a second gaming device; and  
generating, based on both the first input and the second input, an outcome comprising a plurality of indicia.

~~The method of 15 in which~~ wherein receiving the first input includes receiving a first input to initialize the spinning of the reels of the first gaming device; and

~~in which~~ wherein receiving the second input includes receiving a second input to halt the spinning of the reels of the first gaming device.

18-32. (Canceled)

33. (Original) A method comprising:  
receiving an indication of a first row of symbols from a first gaming device,  
in which the first row of symbols comprises a set of symbols that are displayed in a horizontal band across a display screen of the first gaming device;  
receiving an indication of a second row of symbols from a second gaming device;

combining the first row and the second row to form a two-dimensional grid of symbols comprising at least two rows;

determining a payline on the two-dimensional grid, the payline comprising a plurality of symbols, in which the payline is not a row of the grid; and

determining a payout based on the plurality of symbols.

34. (Original) The method of 33, further including transmitting instructions to the first gaming device to provide the payout.

35. (Currently Amended) A method, comprising:

determining an outcome of a game obtained by a first player playing the game via a first device;

determining a second player associated with the first player, the second player playing a second device having a display device, wherein the second device is not the first device; and outputting on the display device an indication of the outcome obtained by the first player.

36. (Previously Presented) The method of claim 35, wherein the first player is playing the first device at substantially a time at which the second player is playing the second device.

37. (Previously Presented) The method of claim 35, wherein the first device and the second device are in communication with a controller and the controller determines that the outcome has been obtained via the first device and, in response, causes the second device to output the indication of the outcome via the display device.

38. (Previously Presented) The method of claim 15 further comprising determining an association between the players.

39. (Previously Presented) The method of claim 38 wherein determining an association between the players comprises determining if the players are on a team together.

40. (Previously Presented) The method of claim 39 wherein determining if the players are on the team together comprises determining if the players are on a team irrespective of position of the first and second gaming devices.
41. (Previously Presented) The method of claim 39 wherein determining if the players are on the team together comprises detecting a representation from the players that they are on the team together.
42. (Previously Presented) The method of claim 35 further comprising determining an association between the players.
43. (Previously Presented) The method of claim 42 wherein determining an association between the players comprises determining if the players are on a team together.
44. (Previously Presented) The method of claim 43 wherein determining if the players are on the team together comprises determining if the players are on a team irrespective of position of the first and second gaming devices.
45. (Previously Presented) The method of claim 43 wherein determining if the players are on the team together comprises detecting a representation from the players that they are on the team together.
46. (New) The method of claim 15 wherein the first input comprises the first player selecting a row within a grid.
47. (New) The method of claim 46 wherein the second input comprises the second player selecting a column within the grid.
48. (New) The method of claim 15 wherein either the first input or the second input comprises a seed number to be used in a random number generator for determining the outcome.

49. (New) The method of claim 15 wherein both the first input and the second input comprise seeds which are combined and used as a seed number in a random number generator for determining the outcome.

50. (New) The method of claim 49 further comprising deriving the seeds from a digital representation of a fingerprint.

51. (New) The method of claim 15 wherein generating the outcome is based directly on the both the first and the second input.

52. (New) The method of claim 35 wherein the first player is not the second player.